

Write a “C” Program swapping two numbers

```
#include<stdio.h>
void main()
{
int a,b,c;
printf("enter two numbers ");
scanf ("%d %d",&a,&b);
b=a+b;
a=b-a;
b=b-a;
printf("%d %d",a,b);
}
```

Increment operator(++) Example

```
#include<stdio.h>
void main()
{
int i=2;
printf("\n The value of i is %d",i);
printf("\n The value of i is %d",++i);
printf("\n The value of i is %d",i);
}
```

Decrement Operator Example

```
#include<stdio.h>
void main()
{
int i;
i=2;
printf("\n The value of i is %d",i);
printf("\n The value of i is %d",--i);
printf("\n The value of i is %d",i);
}
```

Write a program to convert fahrenheit into celsius = (far - 32) *5/9

```
#include<stdio.h>
void main()
{
float faren,celsius;
printf("\n Enter the fahrenheit = ");
scanf(" %f", &faren);
celsius = (faren -32) *5/9;
printf("The Celsius is = %f",celsius);
}
```

To print the word in reverse

```
#include<stdio.h>
```

```
#include<conio.h>
```

```
#define size 10
```

```
void main()
```

```
{
```

```
char name[size+1];
```

```
int i=1;
```

```
clrscr();
```

```
printf("\n Enter Any String");
```

```
scanf("%s",name);
```

```
printf("\n The Given string is %s\n",name);
```

```
for(i=0;name[i]!='\0';i++);
```

```
printf("\n\n The Reversed String is");
```

```
for(i=size-1;i>=0;i--)
```

```
{
```

```
printf("%c",name[i]);
```

```
}
```

```
getch();
```

```
}
```

OUTPUT

Enter Any String : raja

The Given String is raja

The Reversed String is ajar

continue Statement

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- The continue statement causes the next iteration of the enclosing loop to begin.

- When this statement is encountered, the remaining statements in the body of the loop are skipped and the control is passed on to the re-initialization step.

Syntax:

```
continue;
```

Switch..Case Statements

Syntax :

```
switch(Expression)
{
    case 1: Statements;
            break;
    case 2: Statements;
            break;
    case 3: Statements;
            break;
    default :Statements;
            break;
}
```

Note

- Default is Optional
- It is useful while writing menu driven programs
- Break statement transfers the control to the end of switch..case statement.

Shortcut Keys

F2 Key	→	Save File
F3	→	Open an existing File
F5	→	Maximize
F6	→	Move to next Program
Alt+F9	→	To compile (Check Errors)
Ctrl+F9	→	Compile and Linking (Execute a Program)
Alt+F5	→	Display output mode
Alt+F3	→	Close screen
Quit	→	Alt+X (come out from Turbo "C")

Session Summary

- ✗ The if statement is used to make decisions
- ✗ The switch statement allows us to make a decision from a number of choices.
- ✗ The break & continue statements used inside a for, while and do..while loops
- ✗ The loop does not terminate when a continue statement is encountered
- ✗ The switch statement can only for test equality
- ✗ Break used to terminate or exit from a switch statement
- ✗ The goto statement is used to transfer the control in a loop or function from one point to any other portion in that program where it encounters a label